

VZ 200

NUMBER SLIDE

Number slide is a computer version of the puzzles that used to be given away with breakfast cereal. This version has been adapted from a ZX81 program printed in this magazine a few years ago.

The idea is to rearrange the numbers in correct order after the computer has mixed them up. The program should work on other computers without much modification.

Bruce Daniel
Mudgee NSW

```
10 DIMA(9):BS$=CHR$(8)+CHR$(8)+CHR$(127)+CHR$(127)
12 Z$=""
15 CLS
20 FORX=1TO9
30 LETA(X)=0
```

```
40 NEXTX
50 LETA(5)=-32
60 FORX=1TO9
70 IFX=5THENGOTO130
80 LETP=RND(8)
90 FORY=1TO9
100 IFA(Y)=PTHENGOTO80
110 NEXTY
120 LETA(X)=P
130 NEXTX
140 PRINT@224,Z$;Z$;:PRINT@0,;
200 FORX=1TO3
210 FORY=1TO3
220 PRINTCHR$(A(Y+(X-1)*3)+64);" ";
240 NEXTY
250 IFX=1THENPRINT" 123"
260 IFX=2THENPRINT" 456"
270 IFX=3THENPRINT" 789"
280 PRINT
290 NEXTX
300 PRINT
310 PRINT@256,"MOVE FROM: ";BS$;
```

```
320 INPUTF
340 IFF>9THENGOTO310
350 PRINT
360 PRINT@320,"MOVE TO: ";BS$;
370 INPUTT
380 PRINT:IF(F=3ANDT=4)OR(F=4ANDT=3)ORT=0THEN310
390 IFT>9OR(F=6ANDT=7)OR(F=7ANDT=6)THENGOTO360
400 IFNOTA(T)=-32THENGOTO360
410 IFABS(F-T)=10ABS(F-T)=3THENGOTO430
420 GOTO310
430 LETA(T)=A(F)
440 LETA(F)=-32
450 CLS
470 FORI=1TO7
480 IFA(I7)>A(I7+1)THENGOTO200
490 NEXTI7
500 PRINT"CONGRATULATIONS, "
510 PRINTTAB(5)"YOU HAVE SOLVED THE PUZZLE."
520 PRINT
530 INPUT"TRY AGAIN (Y/N) ";X$
540 IFX$<>"N"THENRUN
550 CLS:END
```

VZ200

Cool Dude is this

-MAD MAX III
TAPE 3 Side I

ELECTRIC TUNNEL

The object of the game is to travel along the tunnel, avoiding the electrically charged walls.

The program uses joysticks for control, but by modifying lines 170 and 180 the program could use the keyboard:

```
170 KYS=INKEYS
180 IF KYS="M" THEN Z=Z-1
ELSE IF KYS="," THEN Z=Z+1
```

The PEEK in line 190 checks to see if the position in front of you is clear. Scoring is based on the distance you travel along the tunnel.

Bruce Daniel,
Mudgee, NSW

```
0 ' ELECTRIC TUNNEL
1 ' WRITTEN BY BRUCE DANIEL
2 '
10 CLS : COLOR 2,0
20 P$ = CHR$(143)
30 FOR I=1 TO 10 : P$=P$+CHR$(176)
40 NEXT I:P$=P$+CHR$(143)
50 IF INKEY$<>" " THEN X=RND(0) :GOTO 50
100 PP=16-INT(LEN(P$)/2)
110 Z=16
130 PRINT TAB(PP);P$ :POKE 28672+Z,99
140 IF RND(2)=1 THEN PP=PP+RND(3)-2
150 IF PP<3 THENPP=3ELSE IFPP>(32-LEN(P$)-3)THENPP=32-LEN(P$)-3
160 IF CN<16 THEN 290
170 JK= INP(43) AND INP(46) AND 31
180 IF JK=27 THEN Z=Z-1ELSE IF JK=23 THEN Z=Z+1
190 L=PEEK(28704+Z):IF L<>144 AND L<>176 AND L<>128 THEN 400
290 CN=CN+1:IF CN/30<>INT(CN/30) THEN 130
300 Q=LEN(P$)
310 IF Q<=5 THEN 130
320 P$=LEFT$(P$,1)+MID$(P$,2,Q-3)+RIGHT$(P$,1)
330 GOTO 130
400 PRINT:POKE 28672+Z,45
410 COLOR,1:SOUND31,1:SOUND31,1:SOUND23,1:SOUND23,1
420 SOUND13,1:SOUND13,1:SOUND4,5
425 '
440 SOUND 0,2
450 COLOR,0
```

```
460 FORI=1TO5
470 FORTD=1TO25:NEXTD
480 PRINT@0,"-+ CRASH CRASH CRASH CRASH +- ";
490 FORTD=1TO25:NEXTD
500 PRINT@0," ";
510 FORTD=1TO25:NEXTD,1
520 PRINT@128,"SCORE:";INVERSE 'SCORE'
530 SC=INT(CN*1.2-DN):PRINTSC;
540 PRINT@480," PRESS <RETURN> TO TRY AGAIN";
550 IF INKEY$<>CHR$(13) THEN 550
560 RUN
```